DRAGON TYCOON EDGE

●INTRODUCTION

Actually, this game is poorly made. It is like a unfinished.(But I was into this game.)
The reasons of I think so are as follows.

- ・This game has several too eccentric game systems.
- ・The game balance is not good anyway.
- ・The story is poor and difficult to understand.

Especially for the story,
the specialized terms and specific place names appears suddenly without explanation.
Also, it is written "magnificent story" on package or instruction,
but in reality player just keeps to advance defeating enemies, and there are not moving stories or great mysteries and truths.
The only means player know the world view of this game is character's lines, but they speak only about the game walkthrough or personal things.
Althogh player can know about story a little at beginning or ending,
I think that most people can not understand.(At least, I couldn't when I was a junior high school student)

Even so I love this game and I think that it also has attractions.
I'll explain about the both.

●Prologue

The star at the end of the universe, "EDGE".
There is "Fog Empire" at there and the evil pope rules it.
The pope is controling the artificial god "Outnion" and it is said that the god will lead "EDGE" to ruin.
Alegius the priest in "EDGE" requested the Goddess to give birth "Alm"(Player, the main character) the Hero to save the star.

Alm departured to stop the "Outnion".

*We can not know why Alegius thought Alm is able to save EDGE.
Also, we can not know why Outnion leads EDGE to ruin.
Althogh the reason of ruin is explained "oracle" in opening movie, the detail is unknown.
There is no hints about it in game at all.
Furthermore, Outnion is explained "artificial god" in opening movie, but is explained "the holy weapon" in back side of game package.

●Characteristics of This Game

This game identify itself as "RPG", but is quite far from generally RPGs.

◆No Level

There is no concept of Level in this game and also no Experience points naturally.
Then, how do player do to become stronger?
The unique system "Possession" involves greatly for that.
For more details, I'll explain at next part.

◆Possession

Alm(Player) is a being of only soul, his first body is temporary.
When player defeat a enemy, player possess the enemy's body **focibly**. (The previous body is discarded.)
Then, player becoms the enemy's appearance and be same with the enemy's parameter, and gets a spell the enemy using.

*Even if player possess a enemy's body, player doen't forget spells remembered once.

Also, when player posses the enemy's body, player can see a part of the enemy's memory.
The memory is cases in which it is a hint of walkthrough.(also a worthless content.)
As I wrote above, this is **forcible.**
This thing is related to walkthrough closely.

◆Locked enemy placement

The enemy placement is locked, there is no random enemy pop-up.
Also, the enemy defeated once **doesn't revival** bacically.

◆Time limit

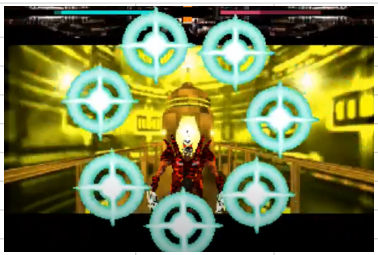
Surprisingly, this game has "time limit system".
Countdown begins at same time with game start, if time limit comes a huge explosion occurres and the game is over.
(I think it seems that it is occured by oracle of Outnion or runaway of it, but the detail is unknown.)
However, it is no worries because there is a long time limit.
Also, this time limit system is so unique that it is described on package, but it is applied to **stage 1 only** in total 8 stages.
The time limit is abolished after stage 1, player can keep to play without worries.

From these unique characteristics, we can understand that the walkthrough of this game is not to defeat random pop-up enemies, to up level and to think how to clear.
It is to find the correct order of defeating enemies.
For example, after player defeat a strong enemy with using items, possess the body, and be same with the enemy's parameter,
if player defeat a enemy that is weaker than player, be same with the weaker enemy's parameter.
Because the possession is forcible.
After that, if a strong enemy is waiting, player will be stalemate and can not clear.
The enemy defeated once doesn't revival, so player have to restart from the place where player saved or **beginning**.
To clear this game, player needs to grasp all the enemy place and become stronger gradually.
But, this characteristic is limited stage 1.
There is almost a straight route stage 2 onward and enemies become stronger in proportion to advance stage.
Therefore, player will not be stalemate as long as player follows a route basically.
In stage 1, lots of routes are spreaded radially, so player needs to explore and grasp.

•Other Negative Points

◆Narrow strategicity

There is almost no strategicity in this game, it is best to use spells repeatedly.
There are many attack spells, but no concept of attributes, it is not the case that effective spells are different for each enemies.
And, because battle is always 1-on-1, the difference in attack spells is only the power.
Therefore, player will no longer used older spells.
Although there is MP consumption differences, all player have to do is using the most strong spell.
Player can choose blow, but the oppotunities doing that are when it is the beginning or MP of player is empty exceptionally.
Furthermore, there are a lot of support spells but the only spell player use is healing one, and player is able to clear without using the other support spells.
Therefore, if player encounters any enemies, all player to need is only using the most strong spell basically, and using healing spell when player's HP is decreasing.
That's all. I think that is a working rather than a game.



◆Save is limited

This is the worst point.
Unbelievably, save times is limited in spite of this game is RPG.

Specifically, player needs "save crystal" the item to save game.
Of course, if player use it, **it is consumed.**
Althogh player can find it on the way, I think there are less than 30 crystals in all the world.
If player doesn't have crystals, **player must keep on power of 3DO.**
However, the only such a situation happens is in stage 1.
Because player needs lots of saving to find the best walkthrough route at many locations.
Stage 2 onward, player needs just only to move on because player can find crystals on the way.
The number of crystals player finding is enough.

●Good points

◆Full 3D

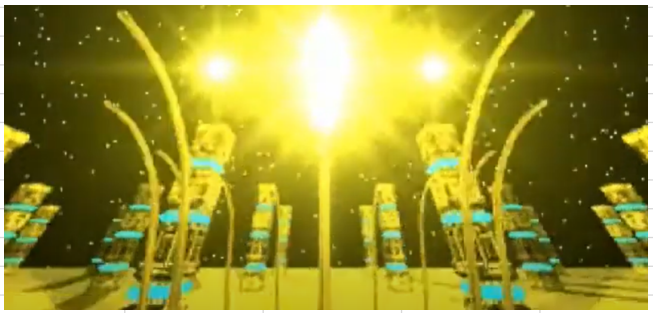
Most contents of this game are 3D and the enemies moves actually.
In addition, the fields, the architecture and the objects are also 3D, so player was able to absorbed in the world.
That was very attractive for 1995 when this game released.
Even FF7 created in full 3D and made a huge impact in the world was released 1997.

◆Voice

Most of characters has voices.
Moreover, it is perfomed by voice actors and the acting is very good.
This perfoemance was newness for the time.
The games having voices were a little on Super Nintendo Emulator System but the quality of them was not good.(Even so that was great at the time.)

●In The End

This game is quite eccentric and seems to be like unfinished one.
Probably, I guess that the developers wanted to create a innovative game but they didn't have enough time to develop.
We can conjecture it from the things that there is the need to explore at only stage 1, the game balance is not good and the story is being neglected.
Also, I think the challenge mind is awesome but the too eccentric systems were poorly received.
However, the game having full 3D and voices was enough to be attractive in 1995.
So, I was into this game.
Furthermore, I think we should praise the fact a completely unknown development company created such a game.
I think back now, I can remember only wonderful memories.



THANK YOU FOR READING!